

# Rafael Pineiro

## Level Designer

Mobile: 786-343-5983

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Portfolio: <https://www.rafaelpineiro.com/>

### TECHNICAL SKILLS

- Unity 5
- Unreal 4
- C#
- Blueprints
- Perforce
- Confluence
- Jira
- Trello
- Git
- Milanote
- Hacknplan
- Codeck

### SOFT SKILLS

- Critical thinking
- Team player
- Problem-solving
- Grayboxing
- Documentation
- Fast learner
- Communication

### HOBBIES

- Books
- Video games
- Anime
- Manga
- Basketball
- Drawing
- Football

### ACADEMIC HISTORY

#### MIAMI DADE COLLEGE, MIAMI, FL.

Game Development and Design

#### Full Sail University, Winter Park, FL. Game Design B.S.

Game Design

### PERSONAL PROJECTS/ CAPSTONE PROJECT

Venture | Level Designer | Jul 2021-Sep 2021 | Personal Projects

- Designed the core gameplay loop for Venture using the Unreal 4 game engine and Unreal blueprints
- Built multiple level mechanics for each level including falling platforms and switches that can be found in similar platforming games such as Super Mario and Donkey Kong
- Created many different enemy archetypes for the game inspired by the enemy archetypes in Super Mario Bro.
- Implemented several gray box levels using Unreal Engine 4 for initial blockout and testing

Nocturne | Level Designer | Jun 2022-Aug 2022 | Capstone Project

- Developed from concept to completion two levels using Unreal Engine 4 and Unreal blueprint.
- Invented different level mechanics that include lasers that bounce off walls and traps
- Designed geometry and environments that made players feel claustrophobic resembling geometry and environments to Dead Space
- Experimented and researched environmental set pieces that will fly at the enemy creating panic identical to Dead Space environmental set pieces

Attacks Of The Voxel | Level Designer | Jul 2022-Sep 2022 | Personal Projects

- Built Core mechanics and core gameplay loop using Unreal Engine 5 and Unreal blueprints
- Debug and design numerous level mechanics such as key cards, levers, and teleportation like level mechanics from Call of Duty and Doom
- Developed all gray box levels to have tight spaces using Unreal Engine
- Balanced and developed several enemy archetypes for the game resembling enemy archetypes found in Call of Duty and Doom

One Man Army | Level Designer | Aug 2022 - Oct 2022 | Personal Projects

- Created and scripted the game using the Unity game engine and C#
- Implemented four primary weapon archetypes for combat in the game similar to games such as Hotline Miami and Snake Force
- Applied top-down shooter-level design principles within the levels of the game matching
- The level principles found in Hotline Miami and Snake Force